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<p>You can play Vortelli□□□s Pizza on Poki!</p>
<p>The Making Of</p>
<p>I□□□ve always liked the idea of creating experiences for the web. Nowaday
s, almost every mobile and desktop device has a web browser and visitors can exp
erience your creation without the friction of downloading and installing a separ
ate app. Prior to creating Vortelli□□□s, I dabbled with tools like Three.js, Phase
r and Construct, but I never actually completed a project. I kept falling into t
he cycle of starting a project with excitement and motivation but as I□□□d encount
er problems, I□□□d gradually lose interest and eventually quit.</p>
<p>In mid-2024, I promised myself that I was going to break that cycle by
finishing and releasing a 3D multiplayer web game. I still wasn□□□t proficient wit
h any particular game engine and I spent many hours reading and watching YouTube
 videos trying to decide on the perfect engine. I eventually figured out that th
ere was no such thing as a perfect engine and I really just needed to pick one,
learn the basics and start building. I ended up choosing PlayCanvas because I wa
s already pretty comfortable with JavaScript and I found its editor very simple
to use.</p>
<p>I spent the majority of my time figuring out how to get the multiplayer
 netcode working. At first, the prototype game didn□□□t have any sort of goal or o
bjective, it was just an open world where you could hang out with other players.
 Maybe it was because I□□□m a solo dev, but I started to feel that players would q
uickly become bored with this experience. Some kind of minigame needed to be add
ed to give players a sense of purpose. I went with a pizza cooking minigame beca
use everyone loves pizza, right? I chose the name □□□Vortelli□□□s Pizza,□□□ because it
 sounds like the name of a somewhat believable pizza shop and I couldn□□□t find an
y real life businesses on Google using that name already.</p>
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 A K90 meter jump means that it is <span>90 meters from the end of the tak
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